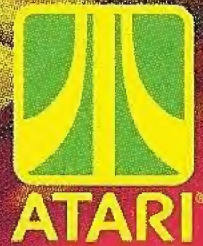


# CONTRA™

SEGA®



T-40602N

# **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

## **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

## **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

## **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# CENTIPEDÉ™

## TABLE OF CONTENTS

Getting Started . . . . .	1
Controlling <i>Centipede</i> . . . . .	2
Introduction . . . . .	3
Menus . . . . .	3
<b>The Adventure Game . . . . .</b>	<b>4</b>
<i>The Shooter</i> . . . . .	4
<i>The Power-Ups</i> . . . . .	5
<i>The Targets</i> . . . . .	8
<i>The Worlds</i> . . . . .	12
<i>Tally Up Those Points!</i> . . . . .	17
<b>The Classic Game . . . . .</b>	<b>18</b>
<b>Saving and Loading . . . . .</b>	<b>21</b>
<b>Hasbro Interactive's Web Sites . . . . .</b>	<b>22</b>
<b>Technical Support . . . . .</b>	<b>23</b>
<b>Credits . . . . .</b>	<b>24</b>
<b>License Agreement . . . . .</b>	<b>26</b>

# GETTING STARTED

*Centipede™* is a one- or two-player game. Purchase additional controllers (sold separately) to play with two people.

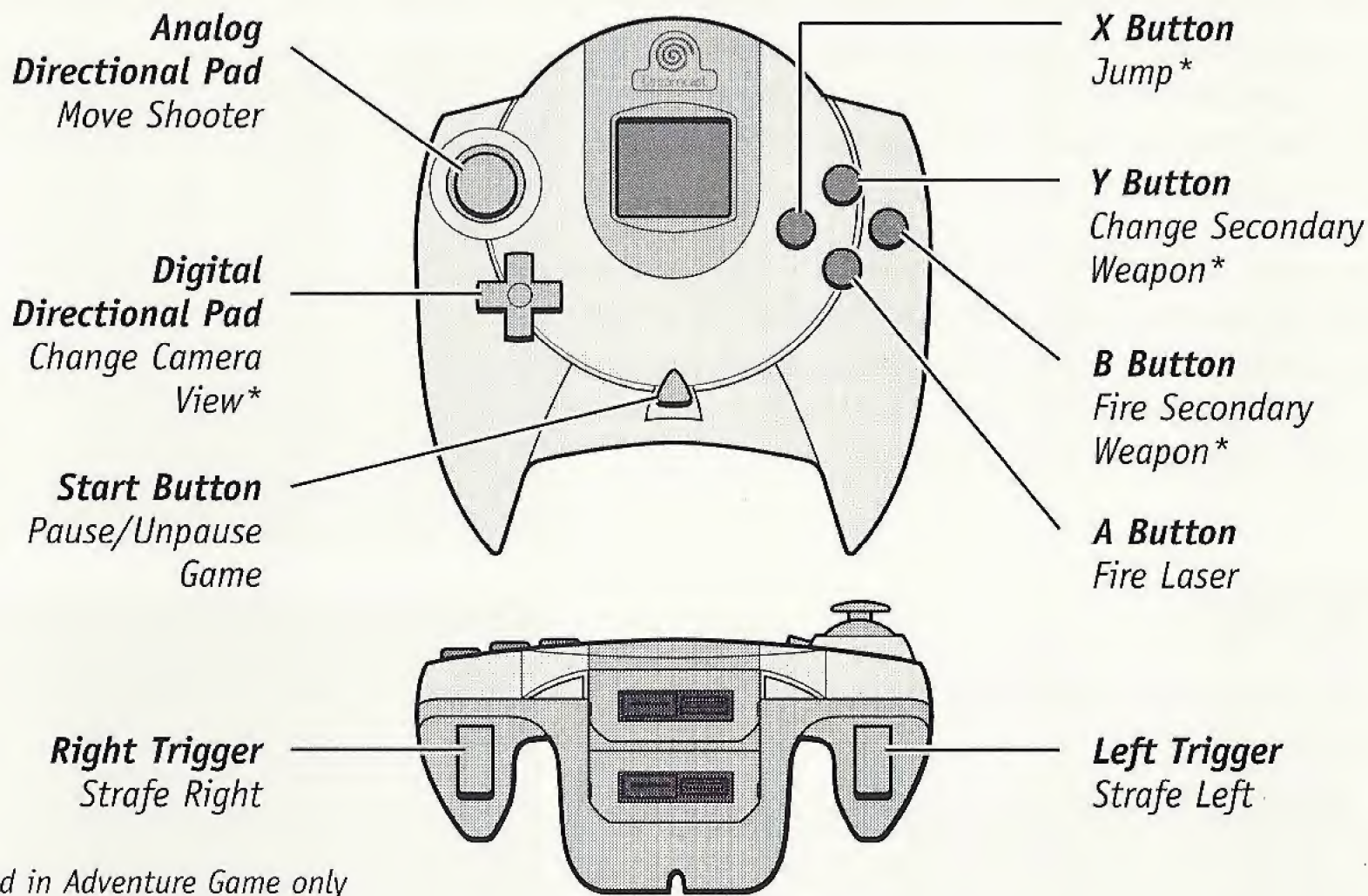
Before turning the Sega Dreamcast™ power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.



Use these ports to connect to the Sega Dreamcast Controller or other peripheral equipment.

# CONTROLLING CENTIPEDE™

The following are the default controls for Sega Dreamcast *Centipede*. You can choose from three other different preset configurations.



Never touch the **Analog Thumb Pad** or **Triggers L/R** while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

# INTRODUCTION

## THE STORY BEGINS

The story begins every hundred years. It always begins the same way, with a Legend awakening. Legend says that a multitude of armored beasts emerge from the dark core of the Earth. They swarm to the surface drawn by their master. Every hundred years they try to overtake our world, and we always think we've destroyed them. The Legend also has it that every hundred years, we're wrong!

When word came down that the Legend had come to life, we built The Shooter, but we needed a hero to fly it. This year the magic stick didn't point to the usual hero. It pointed to Wally Gudmunzsun. Now Wally wasn't one of your usual heroes. In fact, he wasn't a hero at all. He was just a simple bean counter. But when you're asked to save the world, you don't ask why. You just make it happen.

## MENUS

At the Main Menu, select one of the following choices:

► **ADVENTURE** takes you to the adventure-style game of *Centipede* where you must aid Wally in stopping the hordes of Centipedes, Fleas, Spiders, Scorpions—and a slew of new and deadly bugs—from taking over the land. Choose "One Player" to begin a one-player adventure game or "Two Player" to begin a two-player cooperative adventure game in which each player has his or her own view (player 1 on the left side, player 2 on the right side). Then choose either Easy, Medium or Hard for the difficulty level.



► **CLASSIC** takes you to the arcade-style *Centipede* game, featuring the same addictive gameplay you remember from the arcades. Once your game is over, you will see the High Score Table. If you qualified for a high score, you will be asked to input your initials to be added to the High Score Table. To input your initials, use the **Analog Thumb Pad** or the **Direction Button** to scroll through the characters and press the **A Button** to select a desired

character. Choose "One Player" to begin a one-player arcade game or "Two Player" to begin a two-player arcade game in which each player alternates taking turns. Then choose either Easy, Medium or Hard for the difficulty level.

► **OPTIONS** lets you adjust the volume for sound and music, select between mono or stereo, change controller configurations and see the game credits.



## THE ADVENTURE GAME

### THE SHOOTER

The Shooter is the combination of magic and mechanics. Wally, our reluctant would-be hero, and you, his partner, will pilot The Shooter through dangerous lands in hopes of ridding the lands of the insect threat.

The Shooter hovers just above solid objects. It can, when needed, spring up into the air, jumping over obstacles or reaching otherwise inaccessible areas. Unfortunately for you and Wally, The Shooter doesn't fare well over water, lava or any other liquids.

The Shooter comes equipped with a primary magic laser weapon which will prove useful in exterminating the bug menace. It can also clear away the mushrooms that populate the land.

The magic that powers the primary weapon never depletes. That's a good thing as you and Wally will need everything to stop the invasion.

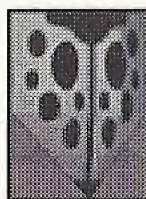
You and Wally will not have to rely solely on The Shooter's primary weapon to get the job done. Wally's home is a land full of magic, and The Shooter can utilize that magic for limited amounts of time. The magic comes in the form of power-ups which can be found throughout the various landscapes. If you destroy a mushroom while it is flashing, a power-up will also appear.

Note: To change the camera view any time during the game, press the **Change Camera View button**.

## THE POWER-UPS

Power-ups give The Shooter a variety of abilities—some for a limited amount of time, others for a limited number of uses.

### Special Power-Ups



**LADYBUG SHIELD** makes The Shooter invulnerable to hits from an enemy, projectile or poisonous mushroom. The Shooter can hold up to 3 of these at one time. The number of hits it can take depends on the current difficulty setting.



**INVULNERABILITY** makes The Shooter invulnerable to hits from an enemy, projectile or poisonous mushroom for a limited amount of time.



**EXTRA LIFE** gives you an additional Shooter.



## Laser Power-Ups

(These last for a limited amount of time only.)



**DOUBLE SHOT** is a magic laser upgrade that shoots 2 alternating beams three times as fast as The Shooter's primary magic laser weapon.



**TRIPLE SHOT** is a magic laser upgrade that shoots in 3 directions at once.



**SIDE SHOT** is a magic laser upgrade that, like the Triple Shot, shoots in 3 directions, but this one fires directly forward and from each side of The Shooter.



**SPRAY SHOT** is a magic laser upgrade that explodes into a spray of 6 smaller lasers upon contact with a target. These smaller lasers, in turn, do damage to anything within close proximity.



**GROUND SKIMMER** is a magic laser upgrade that hugs the ground terrain. This allows The Shooter to destroy bugs that are on higher or lower slopes.



**AIRBORNE SHOT** is a magic laser upgrade that fires 1 shot straight ahead and 2 shots into the air. This is useful against flying enemies.

## Secondary Power-Ups

(These power-ups have a limited inventory of ammunition.)



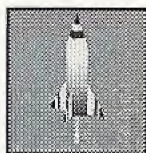
**ROCKET**, when fired, tends to track the closest winged adversary within an area. You receive 5 shots after picking up this power-up.



**FLAME THROWER** shoots out a curving flame for a brief period of time. You receive 5 shots after picking up this power-up.



**LOB BOMB** enables you to throw bombs at the intended target. The longer you hold down the **Fire Secondary Weapon button**, the farther the bomb will travel. Be careful! Bombs can damage or destroy The Shooter just as easily as they do the enemy. You receive 5 shots after picking up this power-up.



**MISSILE**, when fired, tracks the closest flying enemy within the area with much greater accuracy than the rocket. You receive 4 shots after picking up this power-up.



**ICE BOMB** enables you to throw ice bombs at the intended target. The longer you hold down the **Fire Secondary Weapon button**, the farther the ice bomb will travel. The ice bomb will freeze everything within a radius of the blast. Everything frozen will stay that way for a short time. You receive 5 shots after picking up this power-up.



**BURST**, when fired, shoots out multiple projectiles in a circular pattern away from the Shooter. You receive 5 shots after picking up this power-up.



**MINE** enables you to drop a mine. If anything runs into it, including you, it explodes. You receive 4 mines after picking up this power-up.



**SHRAPNEL MINE** enables you to drop a mine that damages its victim as well as anything in the surrounding area. If anything runs into the mine, including you, it explodes. You receive 2 mines after picking up this power-up.



**THROWING STAR**, when released, is a large spinning blade that mows through everything in its path until it hits the ground. You receive 3 shots after picking up this power-up.



**SUPER MISSILE**, when fired, tracks the closest aerial opponent with speed and efficiency superior to that of the missile. You receive 2 super missiles after picking up this power-up.

## THE TARGETS

The Queen Pede will stop at nothing to ensure that, this time around, it's "Game Over" for the Wee inhabitants of Weedom. She has carefully stocked her ranks of evil bug minions with adversaries of the past (Centipedes, Fleas, Spiders and Scorpions) and enemies of the present (Enforcer Flies, Borer Bugs, Fire Beetles and other vile pests). Our Wee observers have seen and reported back on most of the enemies. Unfortunately, we have very little information about Evile, the dreaded home of the Queen Pede.

Centipedes are your main opponent. Any collision between a Centipede and your Shooter results in the loss of life, unless The Shooter has a special power-up invoked. The Centipedes wind through the levels on a traversing path. Centipedes are capable of destroying Wee buildings and harming Wee people. A single shot from The Shooter destroys any segment and

causes a mushroom to grow. In the Adventure Game, a Centipede will change direction if you cross its path. Use this tactic to draw Centipedes away from vulnerable ground targets you are trying to protect.



Head segment = 100 points



Body segment = 10 points



**FLEAS** constantly thwart your mushroom-destroying efforts by creating new mushrooms. Unlike other classic monsters, it takes two shots from The Shooter's normal laser to destroy a flea. Fleas cross the levels in straight lines, planting mushrooms as they go. Fleas plant both normal mushrooms and flashing mushrooms. If you shoot a flashing mushroom while it is still flashing, the mushroom will generate a power-up. So, killing fleas can actually reduce the number of potential power-ups that you may have access to. You will most certainly lose a life, however, if you make contact with a flea.

• **200 points**



**SPIDERS** are one of your major opponents. They bounce around the level, seeking you out, destroying all mushrooms and power-ups with which they come in contact. While their mushroom-destroying capabilities may actually be a benefit, leaving a spider unattended can easily lead to them sneaking up and destroying you.

• **900, 600 or 300 points depending on their range from you when destroyed**



**SCORPIONS** traverse the levels in straight paths, turning all mushrooms that they come in contact with into poisonous mushrooms. If a Centipede comes into contact with a poisonous mushroom, it will change its course and move swiftly towards The Shooter. Mushrooms that have been touched by a scorpion will remain poisoned until they are either destroyed or you lose a life, at which point they are changed back into normal mushrooms. Poison mushrooms are deadly to The Shooter so avoid them at all costs.

• **1,000 points**



**BORER BUGS** can drill through objects with their diamond-tipped noses. Borer bugs will attack city gates, buildings and any mushrooms they encounter.

• *400 points*



**ENFORCER FLIES** are the first of many winged adversaries you will encounter. They patrol the skies on paths of destruction. When Enforcer Flies come within range of you, they will begin launching deadly bombs. Your best defense is to acquire the aerial power-ups and use them against this dreaded beast.

• *600 points*



**MORTAR BUGS** are bomb-lobbing, fiendish opponents. They steadily stalk their targets and then launch destructive mortar shells at them. Even at the moment of death, they find the energy to lob a mortar in a final attempt to cause additional damage.

• *300 points*



**SCARAB BEETLES** scuttle around walking backwards, pushing huge bombs with their back legs towards the Wee buildings or even The Shooter.

• *300 points*



**LOCUSTS** are flying enemies with the sole purpose of delivering and dropping Vacubugs next to Kaikoura plants so that they can suck all the energies from them.

• *600 points*



**VACUBUGS** do as their name suggests. They drop in from above, hitching a ride from a locust and feast on the energies of the Kaikoura plants the Wees harvest. If a Vacubug succeeds in its goal, the Kaikoura plant will wither and die, thus being of no good to the Wees.

• *50 points*



**FREEZER BEETLES** are the most frustrating bug in your quest to save Wee folk. Freezer Beetles can freeze Wees, making it impossible for Wally to save them. They also create exploding Ice Mushrooms as they crawl around the land.

• *500 points*



**MOSQUITOES** are a big pest. Mosquitoes buzz around looking for Star Crystals so they can suck the mystical energy from them. Mosquitoes will not hesitate to make a quick snack out of The Shooter if it gets in the way.

- **700 points**



**FIRE BEETLES** lob 4 fireball projectiles simultaneously from the vents on the top of their shells. Use great care when encountering this diabolical beast. Fire Beetles wander the levels of Infernum, blowing up as many objects as they can while transforming normal mushrooms into dangerous Fire Mushrooms.

- **600 points**



**DRAGONFLIES** are winged, fire-breathing adversaries. Dragonflies mercilessly pursue you through the smoke-filled skies of the Infernum levels. You must be quick to destroy these monsters before being turned into burnt toast.

- **800 points**



**BUTTERFLIES** inhabit the weird dimension known as Enigma. They flutter about and will dive at you when you least suspect it. Keep a watchful eye on them.

- **900 points**



**KILLER MUSHROOMS (FUNGUS SLAYIFOROUS)**, when standing still, look like any other mushroom found in Enigma—but don't take your eyes off them! They have legs of their own and will get up and go when you least expect it. If one runs into The Shooter, it could be disastrous.

- **1,200, 900 or 600 points depending on their range from you when destroyed**



**ROACHES** can be found in abundance roaming Evile. These nasty bugs jump about trying to crush Wally and The Shooter.

- **1,500, 1,200 or 900 points depending on their range from you when destroyed**

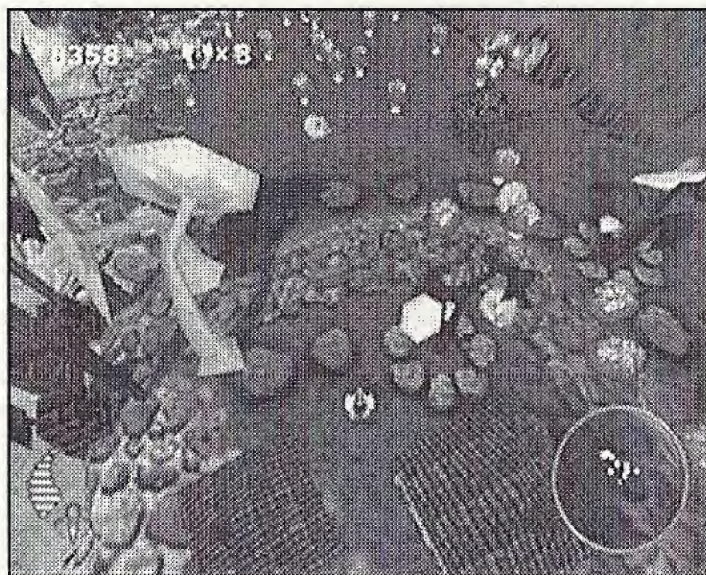
# THE WORLDS

A hundred years have passed and the Dreaded Eclipse has returned, bringing with it the awakening Legend. You and Wally must travel across 6 dangerous regions and many treacherous lands in your heroic quest to save all of Weedom from the legions of vicious insects, terrible bug hordes and ultimately, the Queen Pede.

During your quest, you will be asked to perform special tasks such as saving Wee people and protecting Wee buildings. Although you do not have to perform these objectives to continue in your quest, you will be rewarded for doing so and they will determine just how much of a hero you are.

## Weedom

This is where your adventure begins. You and Wally must confront the enemy for the first time as the bug hordes try to destroy everything in their path, including the Wee villages and towns. Together, you and Wally must exterminate the bug menace from the areas, saving the buildings and rescuing the Wee people that are in harm's way.



**Wee Building**



**Wee Citizen**

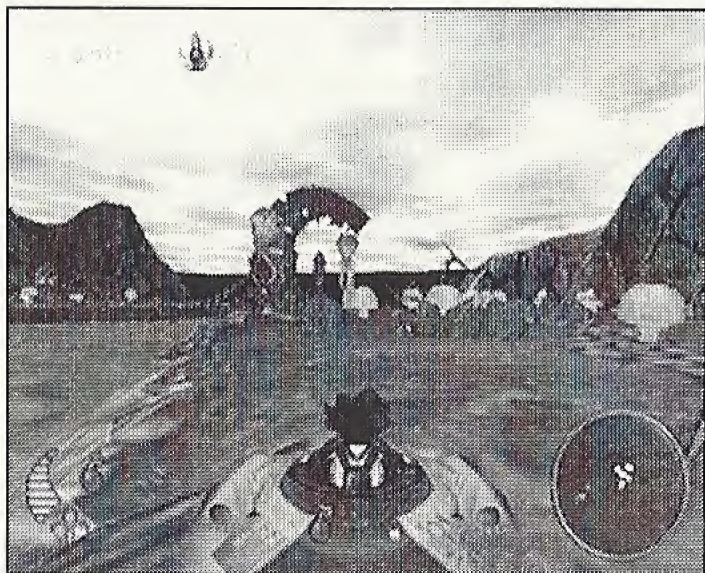


**Wee Druid**



**Star Crystal**

# Aridia



Aridia is a beautiful and mysterious desert land where the Wise Wees tend the treasured Kaikoura plants. Here, among the rolling white dunes and golden cliffs, they harvest the nourishing nuts from the plants. This magical region also contains the sites of The Shooter's creation.



**Wee  
Building**



**Wee  
Citizen**



**Wee  
Druid**



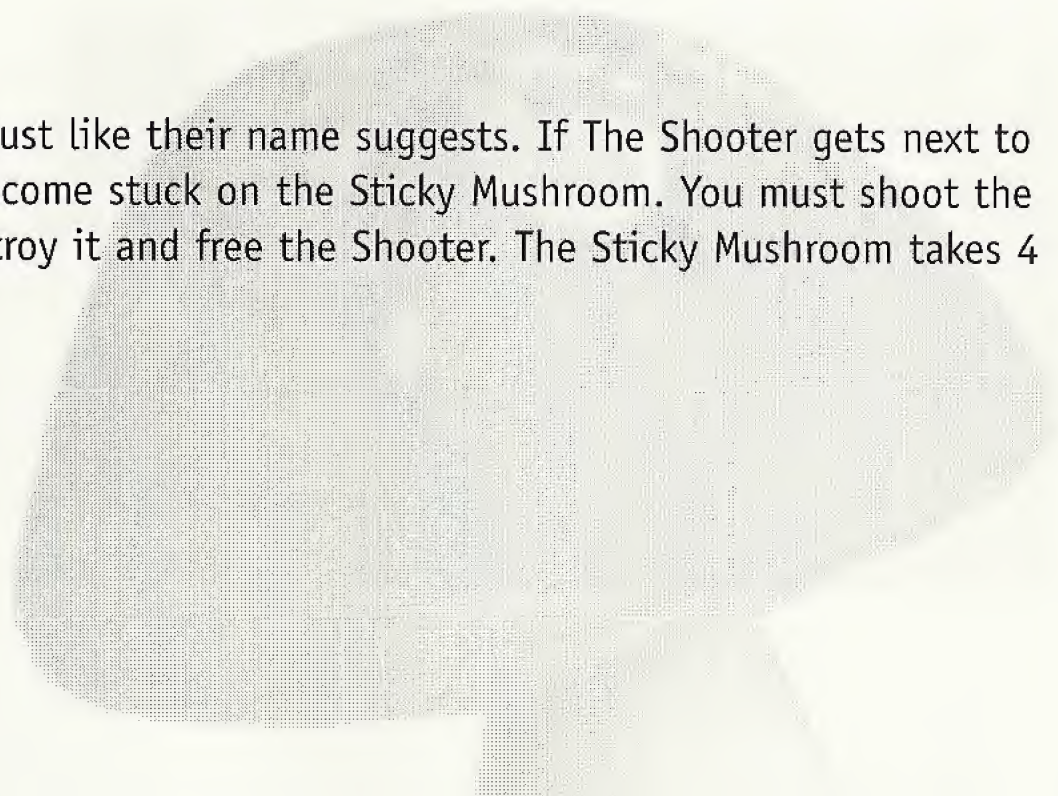
**Kaikoura  
Plant**



**Spider Mushrooms**, when destroyed, explode and release Spiders.



**Sticky Mushrooms** act just like their name suggests. If The Shooter gets next to one, The Shooter will become stuck on the Sticky Mushroom. You must shoot the Sticky Mushroom to destroy it and free the Shooter. The Sticky Mushroom takes 4 hits to destroy.





## Frostonia

This magical mountainous region is home to both Wee Citizens and Wee Druids alike. Frostonia is a place of great power for the Wee Druids, who study and harness magic in hopes that one day they may understand the Dreaded Eclipse and stop the Centipedes from ever attacking again. Here you will encounter the sacred Star Crystals, which are powerful gems used by the Wee druids to study the eclipse. You need to defend the Crystals against the Mosquitoes, which can drain their mystical energies.



**Wee Building**



**Eskiwee**



**Wee Druid**



**Talisman**



**Star Crystal**



**Hero Statue**

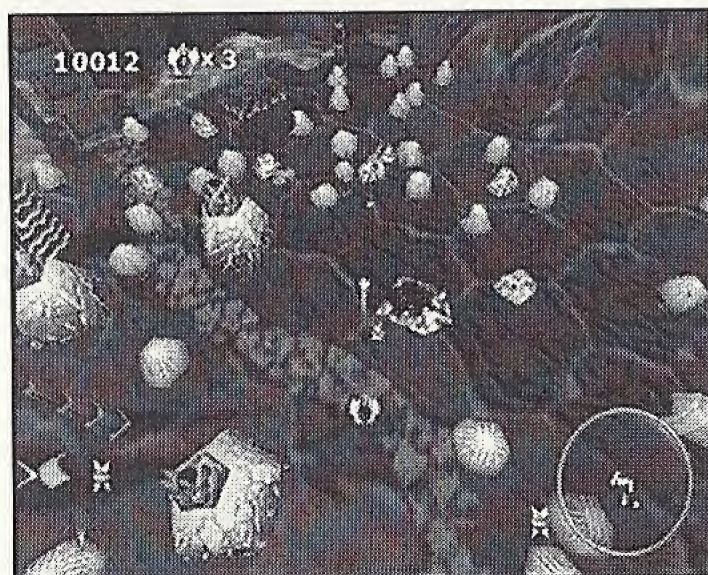


**Ice Mushrooms** are created by Freezer Beetles. When destroyed, this mushroom explodes into shards that damage anything they touch.



**Stone Mushrooms** can sustain more damage before being destroyed than normal ones.

# Infernium



Infernium is one of the hottest lands known to the Wee people. It is also the only place that holds the precious Star Crystals in abundance. You and Wally must vanquish the bug minions of the Queen Pede in this region, as well as save the poor Wee Miners, their dwellings, mining equipment and extracted Star Crystals.



Wee Miner



Wee Dwelling



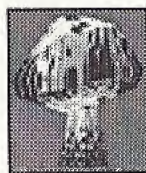
Wee Mining Equipment



Extracted Star Crystal



Mining Cart



**Fire Mushrooms** are created by Fire Beetles. When destroyed, the mushrooms explode into 4 deadly fireballs.



**Amber Mushrooms** deflect shots at them in new directions. Shots fired at these mushrooms also double.

## Enigma



This land is not really a land at all, but rather another plane of existence where the Wee Druids “visit” while meditating and where the Wee heroes of the past now rest. Very few of the Wee people have ever physically visited this place, but now you and Wally must go there to stave off the Queen Pede’s invasion of this mystical realm.



**Hero Statue**



**Mystical Disrupter**



**Talisman**

**Rubber Mushrooms** look just like regular mushrooms. These, however, are much more difficult to destroy as they keep rebounding back to life, just when you think you have destroyed them. They must be destroyed a number of times before they are actually gone for good.

**Multiple Mushrooms** are also disguised as normal-looking mushrooms. Once destroyed, the multiple mushroom creates a new 3x3 patch of mushrooms. Just when you think you’re out of the mushroom forest...

## Evile



The name alone should tell you this is no place for you or a Wee person to venture. But you must. It is this region that Wee people dread and rightly so. It is dark and foreboding for starters, and it's now home to the Queen Pede. It's going to take all of your skill (and a bunch of courage from Wally!) to meet this menace at her front doorstep and rid Weedom of the terrible Legend forever.



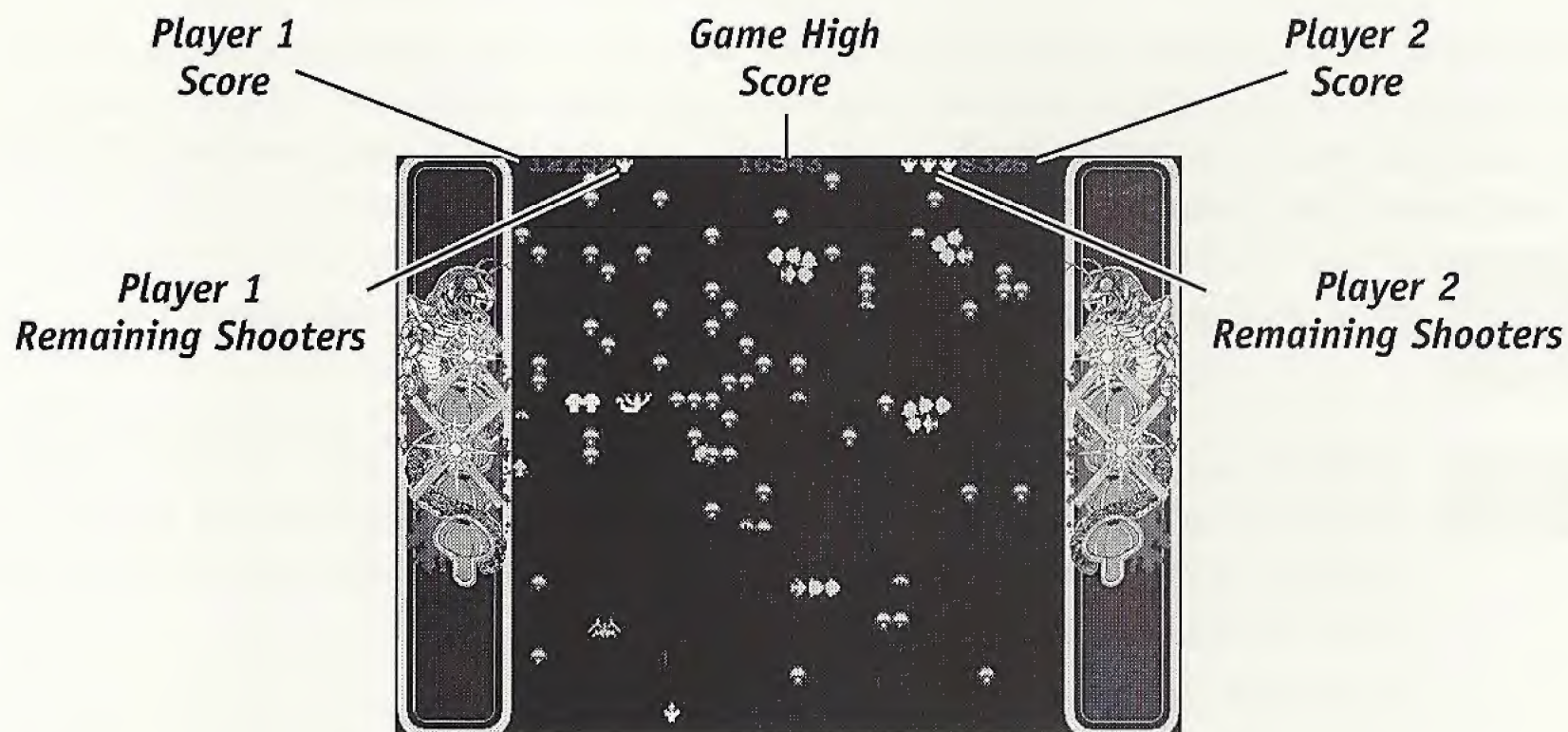
**Metallic Mushrooms**, when destroyed, explode into harmful shards of metal that mow down anything in their path.

## TALLY UP THOSE POINTS!

At the end of each level, you will get to see how well you did. A number of bonus points are awarded according to the bonus objectives of the level performed. With the addition of bonus points, you may receive additional Shooters (based upon the difficulty setting selected at the beginning of a game). The higher your score, the better hero you have proven to be.

# THE CLASSIC GAME

This is the classic *Centipede* of the '80s direct from the arcades onto your Sega Dreamcast!



## THE SHOOTER

The Shooter is your means to destroy the oncoming attack waves. It can move forwards, backwards and side to side (always facing forward) by using either the **Analog Thumb Pad** or the **Direction Button**. The Shooter can move freely within the lower quadrant of the game screen. Press the **A Button** to fire out a single shot from the front of The Shooter.

Simultaneously press and hold the **A Button** to make The Shooter fire a stream of continual shots. Be careful! There can only be one shot from The Shooter on screen at one time. This means that during the time the last shot fired, no other shots can be fired until the previous shot hits a target or flies off the top of the screen.

**BONUS:** *Players receive additional Shooters for every 12,000 points earned!*

# THE TARGETS

There are five targets you must avoid and destroy to gain points. If a target reaches The Shooter, it destroys The Shooter on contact.

Centipedes are the primary targets of the game. They start at the top of the playing field at the beginning of each attack wave and wind their way down towards The Shooter through the patch of mushrooms. A single shot from The Shooter destroys a Centipede link and plants a mushroom in its place.



Head segment = 100 points

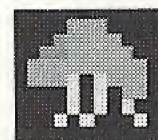


Body segment = 10 points



**SPIDERS** are both elusive and dangerous. They start from either the left or right side of The Shooter's playing field of movement, zig-zagging from one side to another. Spiders will eat mushrooms that they come in contact with. A single shot from The Shooter destroys a spider.

- *At close range = 900 points*
- *At medium range = 600 points*
- *At far range = 300 points*



**FLEAS** start at the top of the playing field during a Centipede attack wave and descend in a straight path towards the lower portion of the playing field. As a flea makes its way down, it will plant mushrooms at random intervals. It takes 2 shots from The Shooter to destroy a flea.

- *200 points*



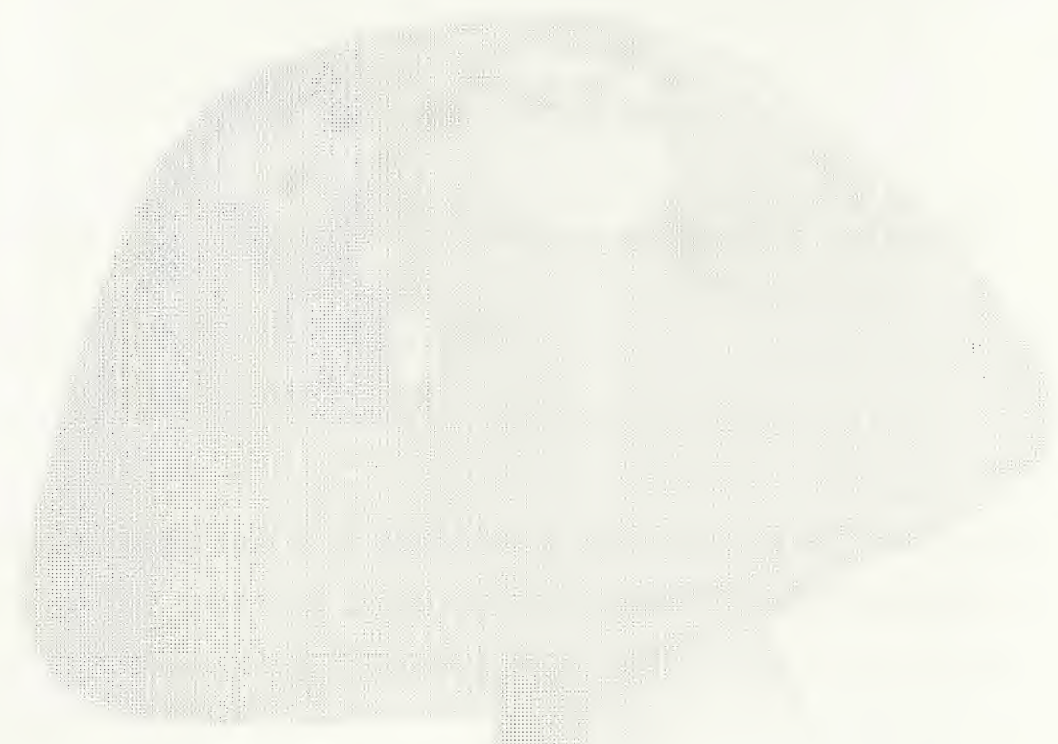
**SCORPIONS'** main purpose is to poison mushrooms. They start from either the left or right side of the playing field and move in a straight line from one side to the other while poisoning any mushrooms they come in contact with. A single shot from The Shooter destroys a scorpion.

- ***1,000 points***

**MUSHROOMS** are the core of the game, coming in two different forms and interacting with the other targets in different ways. Destroying Centipede links will create mushrooms in their place. Fleas plant mushrooms, spiders eat mushrooms, and scorpions poison mushrooms. Poison mushrooms make Centipedes move straight down to the bottom of the playing field if they touch each other. All mushrooms take 4 shots to destroy completely.

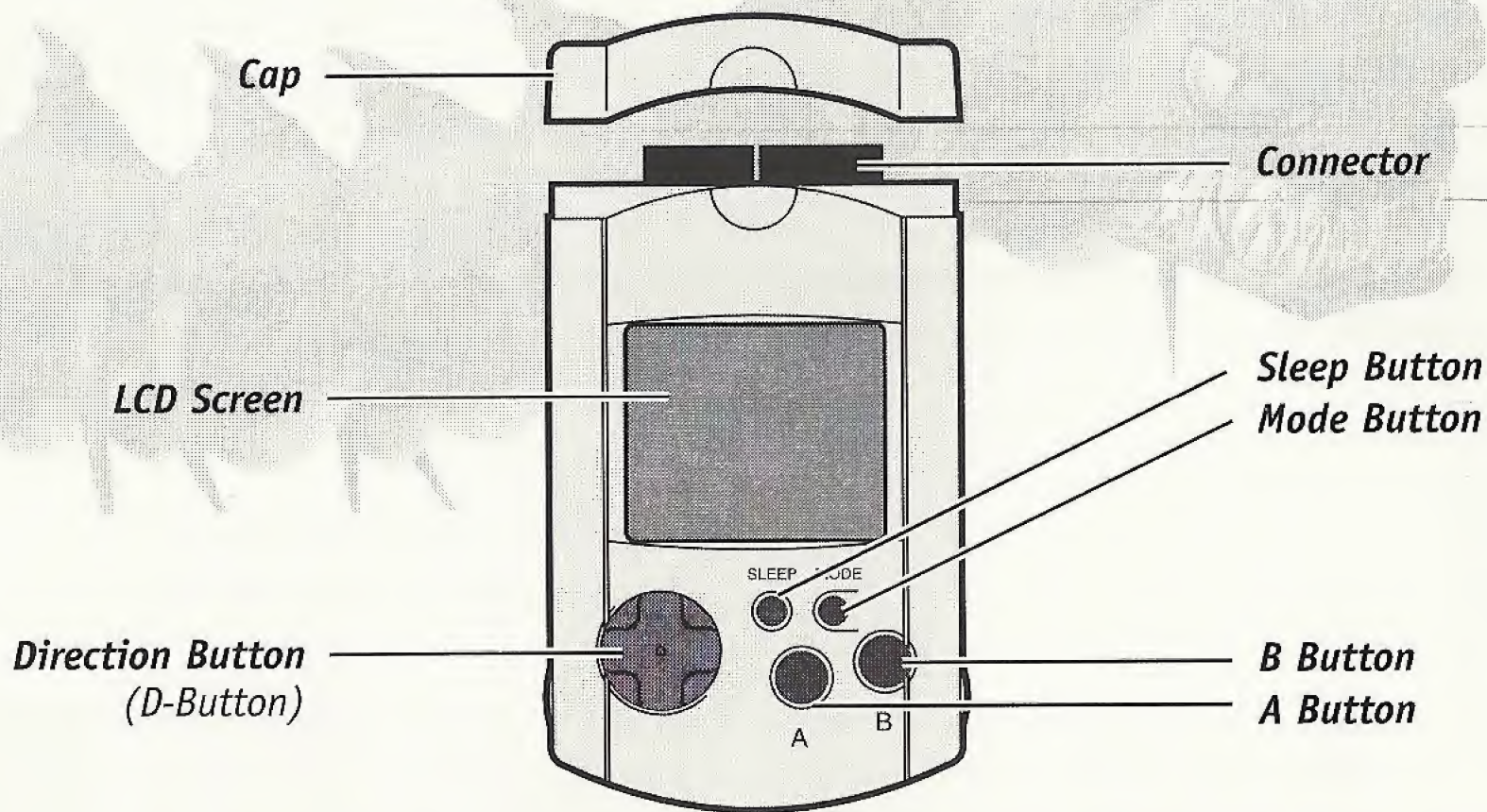
- ***Destroyed mushroom = 1 point***

**Note:** *Players receive 5 points per damaged mushroom at the reset of a wave after the player loses a Shooter.*



# SAVING AND LOADING

To save and load the progress of your Adventure Game, you need a Visual Memory Unit (VMU) with at least 16 memory blocks free. Insert the memory card into a Sega Dreamcast controller plugged into any port of the Sega Dreamcast. Once you have selected a save game slot on the memory card, *Centipede* will automatically save your progress at the completion of each level. Multiple saved games can be kept on a memory card provided it has enough free blocks.



While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



# HASBRO INTERACTIVE'S WEB SITES

*Centipede* has an exciting, full and active web site dedicated to ensure you get the most out of your new game. You can visit us at:

**<http://www.atari-centipede.com>**

Kids, check with your parent or guardian before visiting the site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

- Technical Support
- Hints and Tips
- Player Contact Information
- Software Upgrades
- Demos
- Interaction
- Interviews
- Competitions
- Chat and Community
- Downloadable Themes
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

## Forthcoming and Existing Hasbro Interactive Products

For more information on forthcoming and other existing Hasbro Interactive products, please visit our main web site at:

**<http://www.hasbro-interactive.com>**

Kids, check with your parent or guardian before visiting the site.

## Online Store

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

# TECHNICAL SUPPORT

If you are having technical difficulties with the *Centipede*<sup>™</sup> Sega Dreamcast<sup>™</sup> game and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call (410) 568-2377. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Centipede*<sup>™</sup> Sega Dreamcast<sup>™</sup> game to: [HI@hasbro.com](mailto:HI@hasbro.com)

To find out more about the *Centipede*<sup>™</sup> Sega Dreamcast<sup>™</sup> game, please visit:

**<http://www.atari-centipede.com>**

For information on any other Hasbro Interactive CD-ROM product, please visit:

**<http://www.hasbro-interactive.com>**

Kids, check with your parent or guardian before visiting any site.

# CREDITS

## ***Leaping Lizard Software, Inc.***

### **Director of Product Development**

Eric Albers

### **Director of Research and Development**

Chris Green

### **Project Manager**

Elaine Albers

### **Lead Level Designer, Senior Artist**

Mark Bullock

### **Lead Designer, AI Programmer**

Richard Rouse III

### **Senior Programmers**

Eric Albers

Sergey Datskovskily

Chris Green

Gary Skinner

### **Senior Artists/Animators**

Jane Miller

David Jens

Chris Ondrus

Steve Ogden

### **Programing Interns**

John Marzulli

David Smith

### **Art Intern**

Tom Kemp

## ***Mondo Media***

### **Producers**

Melissa Kangeter

Lisa Zenner

### **Art Director/Designer**

Dean MacDonald

### **Artists**

Bob Jeffery

Cindy Harrison

David Horowitz

Manny Marquez

Kathryn Liu

Kelley Lamsens

Leila Noorani

Aubrey Ankrum

Britt Anderson

Marco Bertoldo

Jeanne Littooy

### **Sound Design**

Jim Lively

## ***Digital Eclipse***

### **Sega Dreamcast Programmer**

Craig Stewart

### **Emulator Programmer**

Jeff Vavasour

### **Support Programmers**

Jeremy Mika

Ryan Thom

John Kowalski

### **Cabinet Art**

Boyd Burggrabe

### **Producer**

Robert Daly

## ***1205 Recording***

Greg Sweeney

## ***Hasbro Interactive***

### **President**

Tom Dusenberry

### **Producer**

Jeff "Bootch" Buccellato

### **Senior Product Manager**

Mark Goodreau

### **Executive Producer**

Mike "BigMike" Glosecki

### **Creative Director**

David Walls

### **Chief Creative Officer**

John Sutyak

### **Senior V.P. Research and Development**

Tony Parks

**V.P. of Technology**

Rich Reily

**V.P. of Studios**

Paul Fullwood

**Director, Project Management**

Rob Sears

**Director of Quality Assurance**

Michael Craighead

**Q.A. Manager**

Kurt Boutin

**Q.A. Lead**

Jake Hopkins

**Testers**

Joe Walbeck

Shawn Walbeck

**Managing Director**

Jim Buchanan

**General Manager**

John Hurlbut

**V.P. of Marketing**

Rich Cleveland

**Director of Marketing Services**

George Burtch

**Chief Visual Officer**

Steve Webster

**Manager of Creative Services**

Steve Martin

**Manager of  
Editorial/Documentation  
Services**

Elizabeth Mackney

**Creative Services Manager**

Kathryn Lynch

**Graphic Designer**

Dave Cronin

**Graphic Designer**

Patricia McCarthy

**Documentation Manager**

Marisa Ong

**Channel Marketing Director**

Tim Evans

**Channel Marketing Manager**

Sarah McIlroy

**Director of Public Relations**

Laura Tomasetti

**Manager of Technical Services**

Tony Moreira

**V.P. of Administration  
and Operations**

Bob Sadacca

**Operations and Special  
Projects Manager**

Tracy Kureta

**Legal and Finance**

Laurel Marchessault

Donna Mahan

Linda Ferros

***Hasbro Interactive  
Worldwide*****Managing Director**

Tim Christian

**Product Manager**

Harvey Eagle

**Director of Marketing**

Dominic Myers

**Creative Director**

Steve Cross

**Head of Localization**

Sam Baker

**Director of Public Relations**

Jason Dutton

**Technical Services Manager**

Roger Carpenter

**Lead Tester UK**

Wayne Gardner

***Special Thanks***

Eric Hayashi

Tom Zahorik

Bill "Wonderboy" Colby

# LICENSE AGREEMENT

## \*\*\* Important \*\*\*

This is a legal agreement between the end user (“You”) and Hasbro Interactive, Inc., its affiliates and subsidiaries (collectively “Hasbro Interactive”). This Agreement is part of a package (the “Package”) that also includes a game cartridge or disc (collectively, the “Game”) and certain written materials (the “Documentation”).

BY INSTALLING THE GAME, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF HASBRO INTERACTIVE, THAT RESELLER IS NOT HASBRO INTERACTIVE’S AGENT AND IS NOT AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON HASBRO INTERACTIVE’S BEHALF NOR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, promptly return the entire Package to the place You obtained it for a full refund.

**LIMITED LICENSE:** You are entitled to use this Game for your own use, but may not sell or transfer reproductions of the Game or Documentation to other parties in any way.

**OWNERSHIP; COPYRIGHT:** Title to the Game and the Documentation, and patents, copyrights and all other property rights applicable thereto, shall at all times remain solely and exclusively with Hasbro Interactive and its licensors, and You shall not take any action inconsistent with such title. The Game and the Documentation are protected by United States, Canadian and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Hasbro Interactive and its licensors.

**OTHER RESTRICTIONS:** You may not cause or permit the disclosure, copying, renting, licensing, sublicensing, leasing, disseminating or otherwise distributing of the Game or the Documentation by any means or in any form, without the prior written consent of Hasbro Interactive. You may not modify, enhance, supplement, create derivative work from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the Game to human readable form.

### **Limited Warranty:**

Hasbro Interactive warrants for a period of ninety (90) days following original retail purchase of this copy of the Game that the Game is free from substantial errors or defects that will materially interfere with the operation of the Game as described in the Documentation. This limited warranty applies to the initial purchaser only. EXCEPT AS STATED ABOVE, HASBRO INTERACTIVE MAKES NO OTHER WARRANTY OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, REGARDING THIS Game. THE IMPLIED WARRANTY THAT THE GAME IS FIT FOR A PARTICULAR PURPOSE AND THE IMPLIED WARRANTY OF MERCHANTABILITY SHALL BOTH BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY. THESE AND ANY OTHER IMPLIED WARRANTIES OR CONDITIONS, STATUTORY OR OTHERWISE, ARE OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and you may also have other rights which vary from jurisdiction to jurisdiction.

If you believe you have found any such error or defect in the Game during the warranty period, (i) if you are in the United States, call Hasbro Interactive's Consumer Affairs Department at 800-683-5847 between the hours of 8:00 a.m. and 12:00 a.m. midnight. Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded, and provide your Product number; or (ii) if you are outside the United States, send your original Game to Hasbro Interactive at Caswell Way, Newport, Gwent, NP9 0YH, United Kingdom, together with a dated proof of purchase, your Product number, a brief description of such error or defect and the address to which it is to be returned. If you have a problem resulting from a manufacturing defect in the Game, Hasbro Interactive's entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Game, within a reasonable period of time and without charge, with a corrected version of the Game. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

HASBRO INTERACTIVE SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF HASBRO INTERACTIVE IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL HASBRO INTERACTIVE'S LIABILITY EXCEED THE PURCHASE PRICE OF THIS PACKAGE. Some jurisdictions do not allow the exclusion or limitation of special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitation or exclusion may not apply to You.

**GENERAL:** This Agreement constitutes the entire understanding between Hasbro Interactive and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Hasbro Interactive and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by Hasbro Interactive in writing. You shall be responsible for and shall pay, and shall reimburse Hasbro Interactive on request if Hasbro Interactive is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Hasbro Interactive's net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package.

**EXPORT AND IMPORT COMPLIANCE:** In the event You export the Game or the Documentation from the country in which You first received it, You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

**GOVERNING LAW; ARBITRATION:** This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the Commonwealth of Massachusetts, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods; and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Hasbro Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in Boston, Massachusetts, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction. Notwithstanding anything contained in this Paragraph to the contrary, Hasbro Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Hasbro Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief.

CENTIPEDE and ATARI are trademarks of and © 1999 Atari Interactive, Inc., a Hasbro affiliate. © 1999 Hasbro Interactive, Inc. All Rights Reserved.

#### ESRB RATING

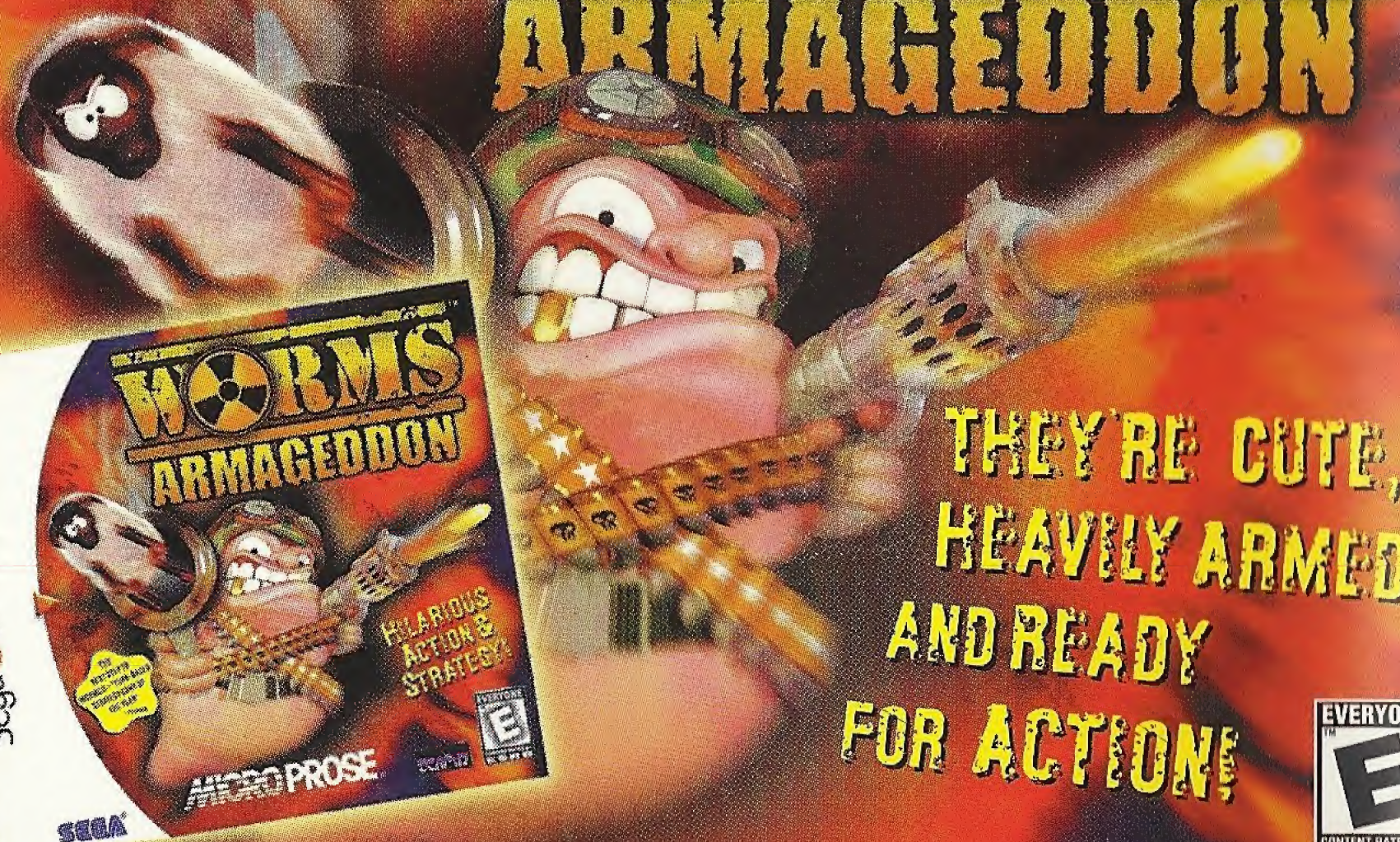
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

**SEGA**<sup>®</sup>

Also Available  
for your  
Sega Dreamcast™  
System!

# WORMS™ ARMAGEDDON



THEY'RE CUTE,  
HEAVILY ARMED  
AND READY  
FOR ACTION!



Sega Dreamcast

[www.microprose.com](http://www.microprose.com) [www.worms.team17.com](http://www.worms.team17.com)

Published by Hasbro Interactive and Team 17 Software Ltd. Distributed by Hasbro Interactive, Inc.  
Original concept Andy Davidson. MicroProse is a trademark of Hasbro Interactive, Inc. or its affiliates. All other trademarks are the property of their respective holders.

**Hasbro Interactive, Inc., 50 Dunham Road Beverly, Massachusetts 01915 USA**  
CENTIPEDE™ and ATARI® are trademarks of and © 1999 Atari Interactive, Inc., a Hasbro affiliate. © 1999 Hasbro Interactive, Inc. All Rights Reserved.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,400,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

